

CLAIMS

What is claimed is:

1 1. A method for interfacing with a plurality of wizards in a computer system,
2 comprising the steps of:

3 (a) providing a link on a launch pad, wherein the link is associated with a wizard,
4 wherein the launch pad comprises a first visual object, wherein the first visual object
5 provides information pertaining to a task performed by the wizard; and

6 (b) providing the wizard when the link is selected, wherein the wizard comprises
7 a second visual object, wherein the second visual object is associated with the first visual
8 object.

1 2. The method of claim 1, wherein the second visual object provides more
2 information pertaining to a task performed by the wizard than the first visual object.

1 3. The method of claim 1, wherein the first or the second visual object is a
2 graphical element which represents hardware and/or software elements of an application
3 affected by the execution of the wizard.

1 4. A method for interfacing with a plurality of wizards in a computer system,
2 comprising the steps of:

3 (a) providing a plurality of launch pads on a display of the computer system;

4 (b) receiving a selection of one of the plurality of launch pads, wherein the
5 selected launch pad is associated with one or more wizards;

6 (c) providing a link on the selected launch pad, wherein the link is associated
7 with a wizard, wherein the selected launch pad comprises a first visual object, wherein the
8 first visual object provides information pertaining to a task performed by the wizard; and

9 (d) providing the wizard when the link is selected, wherein the wizard comprises
10 a second visual object, wherein the second visual object is associated with the first visual
11 object.

1 5. The method of claim 4, wherein the second visual object provides more
2 information pertaining to a task performed by the wizard than the first visual object.

1 6. The method of claim 4, wherein the first or the second visual object is a
2 graphical element which represents hardware and/or software elements of an application
3 affected by the execution of the wizard.

1 7. A method for interfacing with a plurality of wizards in a computer system,
2 comprising the steps of:

3 (a) providing a plurality of launch pads on a display of the computer system;

4 (b) providing a menu of the plurality of launch pads on the display;

5 (c) receiving a selection of one of the plurality of launch pads from the menu,
6 wherein the selected launch pad is associated with one or more wizards;

7 (d) providing a link on the selected launch pad, wherein the link is associated
8 with a wizard, wherein the selected launch pad comprises a first visual object, wherein the
9 first visual object provides information pertaining to a task performed by the wizard; and

10 (e) providing the wizard when the link is selected, wherein the wizard comprises
11 a second visual object, wherein the second visual object is associated with the first visual
12 object.

1 8. The method of claim 7, wherein the second visual object provides more
2 information pertaining to a task performed by the wizard than the first visual object.

1 9. The method of claim 7, wherein the first or the second visual object is a
2 graphical element which represents hardware and/or software elements of an application
3 affected by the execution of the wizard.

1 10. A computer readable medium with program instructions for interfacing with a
2 plurality of wizards, comprising the instructions for:

3 (a) providing a link on a launch pad, wherein the link is associated with a wizard,
4 wherein the launch pad comprises a first visual object, wherein the first visual object
5 provides information pertaining to a task performed by the wizard; and

6 (b) providing the wizard when the link is selected, wherein the wizard comprises
7 a second visual object, wherein the second visual object is associated with the first visual
8 object.

1 11. The medium of claim 10, wherein the second visual object provides more
2 information pertaining to a task performed by the wizard than the first visual object.

1 12. The medium of claim 10, wherein the first or the second visual object is a
2 graphical element which represents hardware and/or software elements of an application
3 affected by the execution of the wizard.

1 13. A computer readable medium with program instructions for interfacing with a
2 plurality of wizards, comprising the instructions for:

3 (a) providing a plurality of launch pads on a display of the computer system;

4 (b) receiving a selection of one of the plurality of launch pads, wherein the
5 selected launch pad is associated with one or more wizards;

6 (c) providing a link on the selected launch pad, wherein the link is associated
7 with a wizard, wherein the selected launch pad comprises a first visual object, wherein the
8 first visual object provides information pertaining to a task performed by the wizard; and

9 (d) providing the wizard when the link is selected, wherein the wizard comprises
10 a second visual object, wherein the second visual object is associated with the first visual
11 object.

1 14. The medium of claim 13, wherein the second visual object provides more
2 information pertaining to a task performed by the wizard than the first visual object.

1 15. The medium of claim 13, wherein the first or the second visual object is a
2 graphical element which represents hardware and/or software elements of an application
3 affected by the execution of the wizard.

1 16. A computer readable medium with program instructions for interfacing with a
2 plurality of wizards in a computer system, comprising the instructions for:

- 3 (a) providing a plurality of launch pads on a display of the computer system;
4 (b) providing a menu of the plurality of launch pads on the display;
5 (c) receiving a selection of one of the plurality of launch pads from the menu,
6 wherein the selected launch pad is associated with one or more wizards;
7 (d) providing a link on the selected launch pad, wherein the link is associated
8 with a wizard, wherein the selected launch pad comprises a first visual object, wherein the
9 first visual object provides information pertaining to a task performed by the wizard; and
10 (e) providing the wizard when the link is selected, wherein the wizard comprises
11 a second visual object, wherein the second visual object is associated with the first visual
12 object.

1 17. The medium of claim 16, wherein the second visual object provides more
2 information pertaining to a task performed by the wizard than the first visual object.

1 18. The medium of claim 16, wherein the first or the second visual object is a
2 graphical element which represents hardware and/or software elements of an application

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